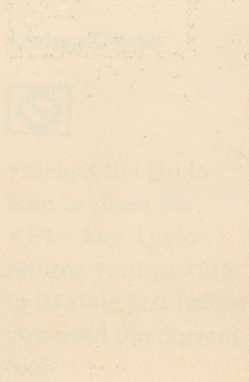
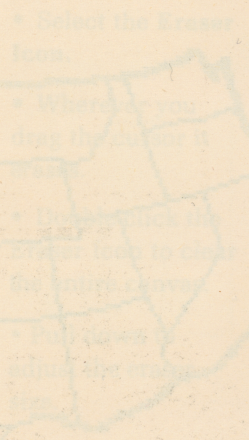


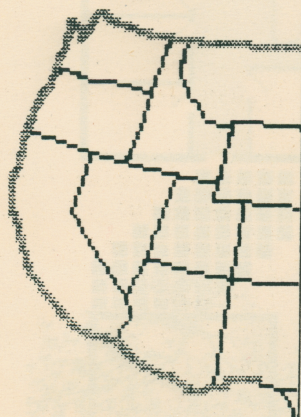
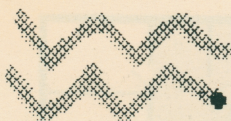
## CHAPTER 3

### USING TELEPAINT





## Drawing and Painting



### Freehand Drawing

- Select the **Pen Icon**. The Pen draws in the current color, tip, and pattern, wherever you drag (move the mouse while holding the mouse button down) the cursor.

- To change the color, select a new color from the Color Menu at the bottom of the screen. Click on the Current Color Icon to show the Color Menu.

- To change the pattern, click on the Current Pattern Icon to show the Tip and Pattern Menu, then select a new pattern from the Pattern Menu. Select One Color or Direct to turn on the pattern.

- To change the tip, select a new tip from the Tip Menu at the bottom left of the screen.

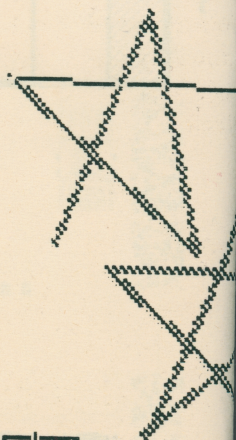


### Drawing Straight Lines

- Select the **Line Icon**. Line draws in the current color, tip, and pattern.

- Position the cursor where you want your line to begin.

- Drag to where you want it to end.

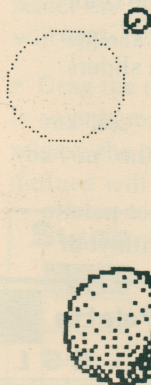






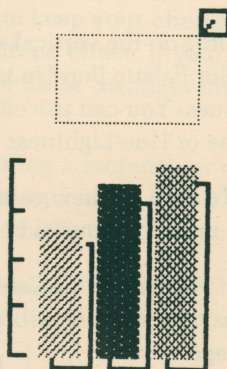
### Drawing Circles and Ellipses

- Select either the outlined half or the filled half of the **Circle Icon**.
- Position the cursor at the center of the circle you want to draw.
- Drag the cursor out at an imaginary 45° angle until the circle is the size you want. Any other angle will create an ellipse.



### Drawing Squares and Rectangles

- Select either the outlined half or the filled half of the **Rectangle Icon**.
- Position the cursor at one corner of the rectangle you want to draw.
- Drag the cursor until the rectangle is the size and shape that you want.



### Erase and Undo

When you do something to your picture that you don't like, here are two ways to eliminate it.

#### Using the Eraser



- Select the **Eraser Icon**.
- Wherever you drag the cursor it erases.
- Double-click the **Eraser Icon** to clear the entire canvas.
- Pull down to adjust the eraser size.

#### Using Undo



- Select the **Undo Icon** or press the <F4> key. Undo returns your picture to its state just before you used the current tool.



## Color

Depending on your display adapter either 2, 16, or 256 colors can be displayed on the screen at any one time. Hercules, CGA, and monochrome EGA display adapters can only display two colors - black and white.



### Changing the Current Color

Select the color you wish to use from the Color Menu. If the Color Menu is not visible click on the Current Color Icon to display the Color Menu.

Press the <F3> key at any time to make the color under the cursor the Current Color.

### Changing the Current Palette

With EGA and VGA display adapters you can adjust the values of individual colors within the Color Menu. Select the Palette Icon to adjust the value of the current color, or Double-Click on any color in the Color Menu to adjust its value.

- Drag on the vertical slider bars within the Color Palette Pop-Up to change the color values. You can use either the Red-Green-Blue or Hue-Lightness Saturation sliders.
- To save the new color click the "yes" key. To return to your old color click the "no" key.
- If you save your Canvas the color palette you have created will be saved with your image.



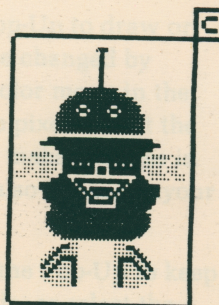
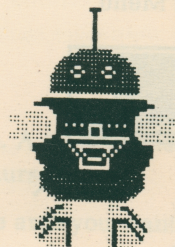
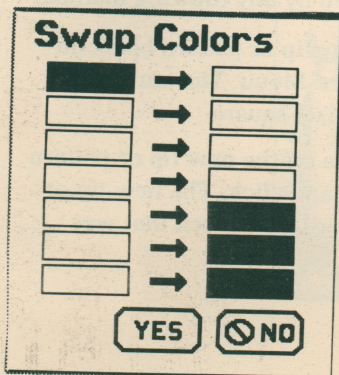




## Swapping Colors

The Color Swapper allows you to swap colors from one to another, for instance, yellow in a certain area can be switched to green. To use the Color Swapper:

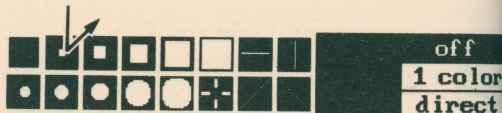
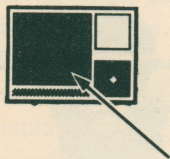
- Select the **Color Swapper Icon** and a Pop-Up will appear.
- The blocks on the left of the Pop-Up are the existing colors. The blocks on the right are the new colors.
- Click on any block to put the current color in it. Select other colors from the Color Menu or by using the <F3> key to pick colors from the screen.
- Click the “yes” key to keep your choice; the “no” key to escape with no effect. If you select the “yes” key the Color Swapper cursor will appear.
- Drag the cursor defining a rectangular area in which you want to swap colors. When you release the mouse button, the colors you defined will swap.





## Tips and Patterns

The current tip and pattern are shown in these boxes in the Icon Menu.



### Selecting a New Tip or Pattern

To select a new tip or pattern click on the Current Pattern Icon to show the **Tip and Pattern Menu** at the bottom of the screen. Click a new choice from the menu.

### Turning a Pattern On or Off

To turn a pattern on select either "1 color" or "direct" mode from the Pattern Menu. Direct mode copies the pattern's colors directly to the screen.

One color mode draws the pattern in the current color. Select "off" to turn off the pattern. Double-Clicking in the Current Pattern Icon will also turn on or off the pattern.

### Defining New Tips and Patterns

It is possible to define your own customized tips and patterns. To define a new tip or pattern:

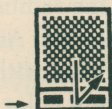
- Create the new tip or pattern that you want on the screen by any drawing method.
- Double-click any tip or pattern block on the Tip and Pattern Menu. The cursor will become an 8×8-pixel square.
- Place the square on the new tip or pattern you have created and click. The new tip or pattern will appear in the block that was double-clicked.





### Turning the Bottom Menus On or Off

To turn the bottom menus on or off click the bar below the Current Pattern Icon.



### Using the Stamp as a Pattern

Click on the Stamp as Pattern Icon in the Pattern Menu to use the stamp as the pattern.

## Magnify

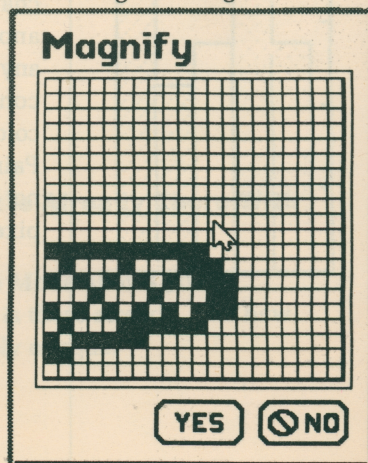
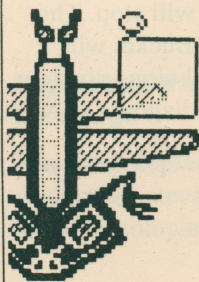
Magnify enlarges an area of the screen so you can easily edit individual pixels.



### Using Magnify

To magnify an area:

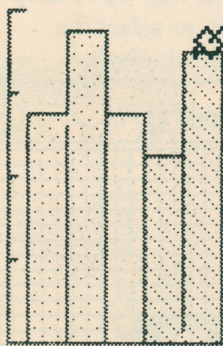
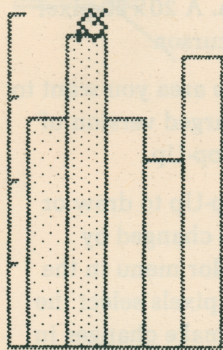
- Select the **Magnify Icon**. A 20×20-pixel square will appear as the cursor.
- Place the cursor over the area you want to magnify and click. An enlarged version of the area will appear as a Pop-Up.
- Click in the Magnify Pop-Up to draw or erase pixels. Colors can be changed by selecting them from the color menu in the Magnify Pop-Up. To erase pixels select the background color. As you make changes in the Pop-Up, the changes also appear in your image.
- Select the “yes” key in the Pop-Up to keep the changes you have made, or select the “no” key to restore the original image.





## Filling and Shading

You can add light and depth to your drawing by filling and shading.



### Filling an Area

- Select the **Paint-Bucket Icon**.
- Select a color or pattern to fill with.
- Position the end of the pouring paint of the cursor in the area you want to fill, and click.

**NOTE:** When you are filling an outlined area, any gaps in the outline will allow the color to leak out. If the color begins to leak out, click to stop it.

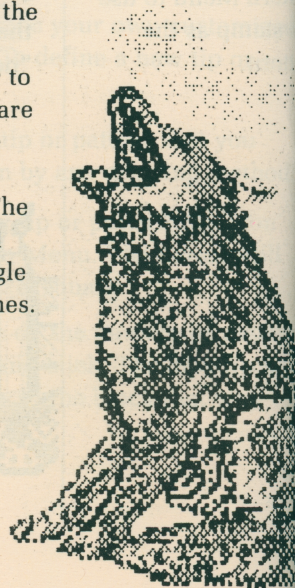
You can also use the Paint-Bucket to change one color to another. If there are any breaks in the connections the color will stop. The Paint-Bucket will not fill along single pixel diagonal lines.



### Two Ways to Shade an Area

The Airbrush gives a spray of color and is a way to shade areas. Pull down (drag downward) the **Airbrush Icon** to change the radius of the spray. The Airbrush sprays with the current color and pattern.

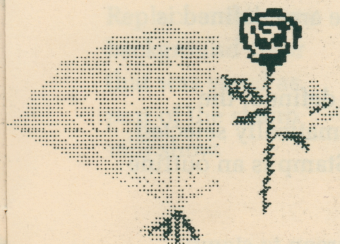
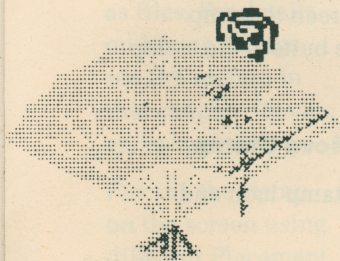
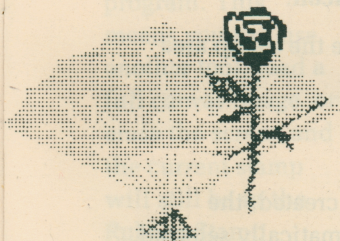
Shading can also be done with the **Pen, tips, and patterns**. First select a tip, then select a pattern.





## Placement Modes

A line, shape, or stamp can be placed among other images on the screen.



Over Under Replace

### Placing an Image Over What Is Already There

Selecting **Over Mode** allows you to place the new part of the picture on top of what is already there. If you are using a stamp or a pattern, the areas which are the background color will be transparent.

### Placing an Image Under What Is Already There

Selecting **Under Mode** allows you to place the new part of the picture behind what's there. It will only show through in places that were the background color.

### Replacing What Is Already There With An Image

Selecting **Replace Mode** allows you to replace whatever is there already. The new shape is completely opaque.



## Stamps

Stamps are a way to:

1. Save a small image or a portion of the canvas.
2. Move an image on the screen.
3. Repeat an image, like a rubber stamp.

Two types of stamps are available in TelePaint. One copies an image and one moves an image.

- Pull down the **Rubber-Stamp icon** to select which type of stamp you want to use.



## Creating and Using a Copy Stamp

- Pull down the Rubber-Stamp icon and select **Copy**.



- Select the **Make-Stamp icon**.
- Drag the mouse to define the stamp area and release the button.



- When a stamp has been created, the Rubber-Stamp icon is automatically selected. The cursor of the Rubber-Stamp is an outline box of your current stamp.

- Select the area on the screen to stamp. When you press the mouse button, the stamp is drawn there.

## Creating and Using a Move Stamp

- Pull down the Rubber-Stamp icon and select **Move**.

- Select the **Make-Stamp icon**.

- Drag the mouse to define the stamp area and release the button. The area defined is removed.

- When a stamp has been defined, the Rubber-Stamp icon is automatically selected. The cursor of the Rubber-Stamp is an outline box of your current stamp.

- Select the area on the screen to stamp. While you press and hold down the mouse button, you can still move the image. When you release the mouse button the stamp is drawn there.



## Notes

Once a stamp is defined, it will stay stored in Rubber-Stamp until another stamp is defined or you exit the program. This means you can use another tool, load a full canvas image, or erase the screen and the current stamp will still be in the Rubber-Stamp memory.

You can save stamps as files. For details on saving stamps, see the section in this chapter, "Saving an Image."

Placing the stamp on the screen using different Placement modes gives different effects. In Replace mode, any background color that was saved as part of the stamp will show.

## Manipulating Images —



### Flipping an Image Left

You can flip part of the screen from right to left. Select the **Flip Left Icon** and drag the cursor to define the area of the screen to be flipped.



### Flipping an Image Up

You flip part of the screen from top to bottom. Select the **Flip Up Icon** and drag the cursor to define the area of the screen to be flipped.



### Scaling the Stamp

You can place reduced or enlarged images of the stamp. Select the **Scale Stamp Icon**. Drag the mouse to define the area you want the current Rubber-Stamp placed in and release the button.



### Rotating the Stamp

You can turn the stamp 90° counter-clockwise. Select the **Rotate 90° Icon**. Select the area on the screen to place the rotated stamp.

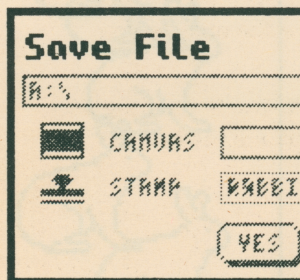
When you click the rotated stamp is drawn there.



## Saving an Image

At this point you may want to save an image that you've worked on. There are two ways to save images.

1. As a Stamp.
2. As a Canvas.



## Saving a Stamp or Canvas

- Select the **Save Icon**.
- If you want to save the image on a different drive or directory than the one shown in the path name box, click in the box and type in the new drive and path name.
- Click the appropriate key ("Stamp" or "Canvas") in the Save Pop-Up.
- Type a name at the keyboard. To correct a mistake, backspace at the keyboard. If the name you want is already there in the box, you don't have to retype it. When you save a stamp ".st" will be automatically added to the filename. When you save a canvas ".ss" will be added.
- Either press <RETURN> on the keyboard or select the "yes" key in the Pop-Up.

If you make a mistake or change your mind, the "no" key in the Pop-Up will allow you to escape from the Pop-Up.

## Double-Clicking Save

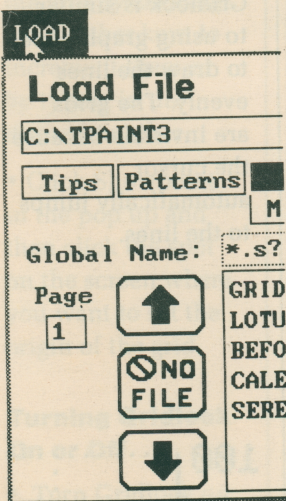
By double-clicking save, TelePaint saves your image as a canvas in a special file named "canvas.ss", in the current drive and directory. You can also load images from "canvas.ss". This is faster and more convenient than saving under a filename in the Save Pop-Up. When the image is complete you can then save it under a specific name.

- If you save your Canvas any tips and patterns that you have created will be saved with your image.



## Loading an Image

Now try loading an image you have saved.



### Double-clicking Load

Double-clicking the Load Icon loads the image saved in "canvas.ss" from the current drive and directory.



## Load a Stamp or Canvas

- Select the **Load Icon**.
- If you want to load an image from a different drive or directory than the one shown in the path name box, click in the box and type in the new drive and path name.
- Look through the directory of images by selecting the "up arrow" or "down arrow" keys until you find the canvas or stamp that you want. Canvases have the ending ".ss" and stamps ".st". A canvas consists of a picture along with the color palette, tips and patterns used to create it. A stamp consists of a picture and its color palette.
- You can select which parts of a canvas or stamp are loaded in addition to the picture:

Click on TIPS to load the tips.

Click on PATTERNS to load the patterns.

The color palettes are always loaded unless you click on COLORS to disable loading of the colors or you click on one of the color options:

MIX COLORS mixes the colors of the original and current palette.

MATCH COLORS picks the colors in the color menu that are closest to the ones in your picture.

- Load a picture by clicking the highlighted name. A stamp will become the current Rubber-Stamp.



## Text

Telepaint has a variety of typefaces. The fonts named Small and Medium are "built in" to TelePaint. The others are files with names ending in ".fnt". They are all available in the Text Pull-Down.



### Using Text in a Drawing

- Select the **Text Icon**.
- Select a color (or pattern).
- Place the cursor at the baseline where you want to type and click.
- Type the characters at the keyboard. Press the <Enter> key to move down one line. Use the right and left arrow keys to move on the line you are typing on.

### Changing Typefaces

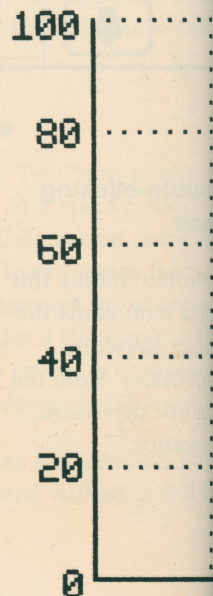
- Pull down the Text Icon to change typefaces.

### Font Files (".fnt" files)

To change the drive or directory the ".fnt" files are loaded from, use the Font Path accessory (see page 33, "Font Path").

## Gridlock

Gridlock makes the cursor jump to an invisible grid that you define. If you are drawing regular shapes like bars on bar graph, using Gridlock is similar to using graph paper to draw the lines evenly. The grids are invisible because the cursor automatically jumps to the lines.







### Defining a Grid

- Select the **Gridlock Icon** and a Pop-Up will appear.
- Define the size of the grid by clicking the number keys to increment them or by typing in the desired number.
- Click Showpoint in the pop up and then click the spot on the screen where you want to set the origin of the grid.

### Turning Gridlock On or Off

- Turn Gridlock on by selecting the "yes" key in the Pop-Up.
- Turn Gridlock off by selecting the "no" key in the Pop-Up.
- Double-click the Gridlock Icon to turn it on or off with the currently defined grid.

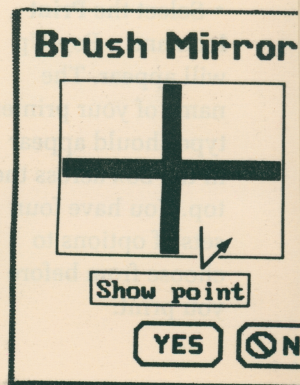
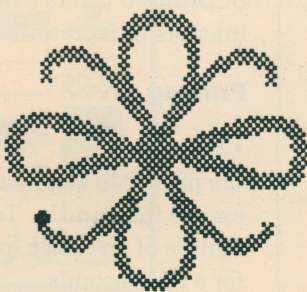
## Brush Mirrors

Brush Mirrors causes a mirror image to appear as you draw.



### Using Brush Mirrors

- Select the **Brush Mirrors Icon**.
- A Pop-Up will appear allowing you to decide whether the mirror is left-right, up-down, or both. Click the vertical bar to turn on left-right, and the horizontal bar to turn on up-down. "Yes" allows you to go back to the screen with the current setting. Now draw with any color, tip, or pattern; straight lines, circles, or rectangles.
- Click Showpoint in the pop up and then click the spot on the screen where you want to locate the mirror.
- Double-clicking the Brush Mirrors Icon turns it on or off in the currently defined mirror.





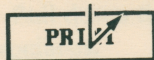
## Printing an Image

With a color or a black and white printer you can make paper copies of TelePaint images. (See the README.DOC file for a list of compatible printers.)

Before you print anything you need to specify what kind of printer you have.

Use the TelePaint installation utility TPINSTAL to do this.

- Load the image you want to print.



- Select the **Print Icon** and a Pop-Up will appear. The name of your printer type should appear in the box across the top. You have four sets of options to choose from before you print:

### 1. Canvas or Stamp

- A. **Canvas** prints the entire image scaled to fit an 8 1/2 by 11 inch page in landscape format.
- B. **Stamp** prints the current Rubber-Stamp image at the size it appears on the screen.

### 2. Color or B&W

- A. **Color** will print the image in the colors of your current color palette. (if you have a color printer).
- B. **B&W** will interpret the screen colors into black, white, and shades of gray.

### 3. Light or Dark Background

- A. **Light** does not print the background color. If you are using a two color display the second color is white, so unless you alter the color values using the Color Palette Pop-Up nothing will print out.
- B. **Dark** prints the background color as it is on your screen.

### 4. Ordered or Diffused

- A. **Ordered** prints a geometric pattern of ink dots to represent colors and gray shades.
- B. **Diffused** prints a random arrangement of ink dots to represent colors and gray shades.

### Printing

- Select the "yes" key in the Pop-Up to signal the printer to begin or select the no key to escape the Pop-Up. To stop the printer in the middle of an image, press the mouse button for a few seconds.



## Print Image

LaserJet 300 dpi Lg



Canvas

Stamp



Color

B&W



Light

Dark



Ordered

Diffuse



YES

NO



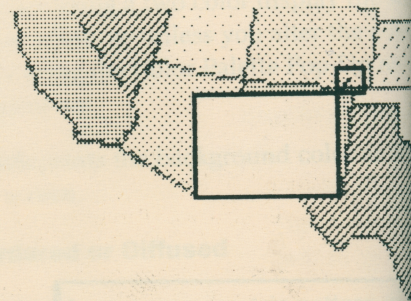
## Five Ways to Erase

By now your screen is filling up and you probably want to erase some things. There are several ways to erase:



### 1. The Eraser

- Select the **Eraser Icon**.
- Drag the cursor over what you want to erase. The Eraser erases an area the size of the cursor (8×8 pixels).
- Double-Click the Eraser Icon to clear the canvas.



### 2. Erasing Regular Areas

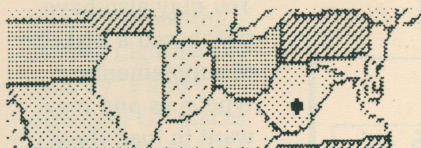
- Select either the **Filled Circle** or **Filled Rectangle Icon**.
- Select the background color.
- Select Replace Mode.
- Drag the cursor over the area you want to erase.





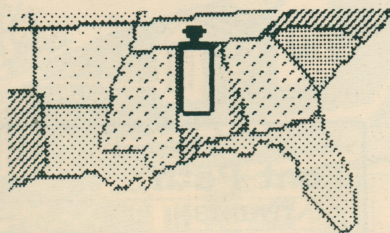
### 3. Erasing Irregular Areas

- Select the **Paint-Bucket Icon**.
- Select the background color.
- Select Replace Mode.
- Click to fill connected regions with background color.



### 4. Erasing Pixels

- Select the **Pen Icon**.
- Select any tip.
- Select the background color.
- Select Replace Mode.
- Click wherever you want to erase.



### 5. Stamping

- Select the **Make-Stamp Icon**.
- Define a region of solid background color (you are creating a custom size eraser).
- Select Replace Mode.
- Use Rubber-Stamp to erase.





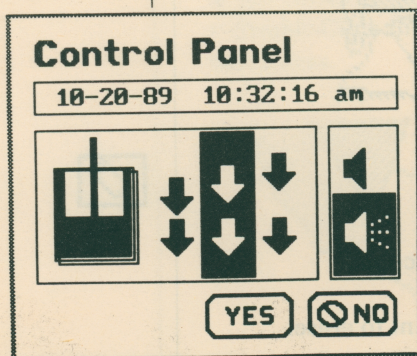


### Some Accessories

Pull down the **Hat Icon** to bring up the accessories menu:

### Control Panel

The **Control Panel** allows you to personalize TelePaint. The **Beeper Icon** on the right-hand side turns the beeper on and off. On the left is a control establishing how fast the mouse expects to be double clicked.



### Font Path

**Font Path** lets you specify the drive and directory from which TelePaint loads font files or ".fnt" files. This means you do not have to keep all your ".fnt" files saved on the TelePaint diskette or in your startup directory. You may also have purchased a diskette of supplementary typefaces and may want to load them directly from that diskette.

### Font Path

C:\TPAINT3

YES